



- No player can take any further part in the game without having both tags properly in place on the belt (Penalty: free pass).
- The object of the game is to score a try by placing the ball with downward pressure on or behind the opponent's 'goal line'.
- There will be no scrums, kicking (Penalty: free pass) or lineouts.
- A free pass is used to start the game or to restart after an infringement has occurred i.e. forward pass, ball out of play, dropped pass, knock on or offside. At a free pass, the opposing team must be **7 metres back**.
- Games should be of **two halves of 5 minutes**
- In a round-robin competition, **5 points will be awarded for a win, 3 points for a draw and 1 point for a loss.**
- No fend off or guarding tag (Penalty: free pass)
- No jumping through tackles or spinning through tackles (penalty: free pass).
- No free pass nearer than 7 metres to try line.
  
- The "turn over after 6 tackles" will not apply (though not in the Partnership Finals).